

Fast Path Message Transfer Agent
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ABSTRACT

A method of providing a fast path message transfer agent is provided. The method includes receiving bytes of a message over a network connection and determining whether the number of bytes exceeds a predetermined threshold. If the number of bytes is less than a predetermined threshold, then the message is written only to memory. However, if the number of bytes exceeds the predetermined threshold, then some of the bytes (e.g. up to the predetermined threshold) are written to memory, wherein the remainder of the bytes are stored onto the non-volatile storage. If the message was received successfully by each destination, then the message is removed from the memory/non-volatile storage. If not, all failed destinations are identified and the message (with associated failed destinations) is stored on the non-volatile storage for later sending.